Welcome to

The Deltarune Music Sample List

I think the Sample List is getting updated.
Chapter 2's been out for a while!
's about time this gets a reboot.

The DELTARUNE Music Sample List

Hello Deltarune fans, musicians, and others!

The Deltarune Music Sample list's purpose is to list all of the Soundfonts/VSTs/Samples/etc. used in most of Deltarune's soundtrack in a simple form that can be easily used. We hope you find this list helpful! If you have any extra information, corrections to the list, or any other things you would like to share, please feel free to comment on the document.

This list was based on the UNDERTALE Music Sample List, so you should go check that out too!

If you by any chance use this list to make something on SoundCloud or YouTube, please try pointing your followers/subscribers to this list, it'll be a huge help!

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Contributors (If you add anything to the list, just put a comment here with your name, and link to your SoundCloud/Youtube, if you have one):

- Precautious (Creator)
- nini (owner of the list)
- ManuLiken
- junnboii (Helped a lot!)
- flufffybuns
- [S]Alex
- Firedemon72 (Also big help!)
- Xtriel (Big help #3!)
- Nelchael (Big help #4!)
- Pickelhaube
- Excalibur624
- Salvi García Sánchez
- CrashRocks1419 (Big help #5)
- Furret
- NaiFraizer
- Dementio (The World Revolving Recreation)
- Lovadev
- Skarby Palace
- MarBean
- ~lFr0st_7
- jjaym15
- redoverflow
- OscarIsambard
- Striker64
- Ghostly (Big help #6)
- xnq
- daypeecone
- toastedfoxx
- -/-/-/-/- (Welcome to the CITY Recreation)
- kolificent

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In Regards to Formatting

In order to keep a theme going, if you're going to contribute to this list, please read and follow these few guidelines:

- Keep things in soundtrack order. That means the first few tracks should go: ANOTHER HIM, Beginning, School, Susie, The Door. Unused tracks and music effects should be kept to the bottom of the list, like MUS_DRONE, dogcheck, and elevator.

- Mostly use Helvetica Neue as a font. Only use other fonts if they make sense in context.

- All links need to be yellow and not underlined! Like the UT Sample list, bullets with links next to them need to be white, as well as any punctuation around links, just like when you mouse over something in-game.

- If you don't know about a sample but are determined to fill it in, just in what instrument you think it is. It may help someone else figure it out.

- Any soundfonts/samples/plugins/etc. that are inconclusive need to be red. If you are sure that an instrument that is red is correct, mention it on #sample-list-suggestions on the discord server, it would be a big help!

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Convenient Links:

- ALL of Toby Fox's known soundfonts
- Magical8bitplug Tutorial (64bit alternative to NES VST)
- Compressor/Decompressor for .sfArk files (.sfArk to .sf2 and vice versa) (Wayback Machine Version)
- Matt Montag's NES VST
- Plogue Sforzando (soundfont player VST, useful if your DAW doesn't directly support soundfonts)
- DSK SF2 (Alternative to Sforzando)
- Cello Detache Soundfont

File Name	Song Name (Soundtrack)	BPM, Key & Time Signature	Soundfonts/Plugins/etc	Additional Info

AUDIO_ANOTHERHIM.ogg	1. ANOTHER HIM	BPM 110
		?
		4/4
			• "SGM" Soundfont
			  ○ Choir Aahs
			  ○ Strings
			  ○ KICK AND SNARE (Drumkit)
			• "Chrono Trigger" Soundfont
			  ○ Piano
			  ○ Choir?
			• "Earthbound" Soundfont
			  ○ Giygas Static
				The Gaster's Theme piano lead is playing two octaves offset from each other.
				
				I have no clue what kick is used, but it's definitely in the Kick and Snare drumkit.

mus_introcar.ogg	2. Beginning	BPM 138
		B major
		4/4
			• "SGM" Soundfont
			  ○ Piano 1
			  ○ Orchestra [Drumkit]
			  ○ Clarinet
			  ○ Trumpet
				Every instrument is tuned down 1 cent
				
				The Mother 3 piano plays the lower part in the beginning, it is

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			○ Strings ○ Tuba ○ Timpani ○ Pop Celesta ● “Mother 3” Soundfont ○ Piano 1	pretty quiet.
mus_school.ogg	3. School	BPM 135 A# minor 4/4	● “SGM” Soundfont ○ Piano 3 ○ Strings ○ Acoustic Bass ○ Glockenspiel ○ Muted Guitar ○ Standard 1 (Drumkit) ● jd_rockkit1 ○ JD_RockKit1 (Drumkit) ● “THFont” Soundfont ○ Oboe ● “Saint James Orchestra” Soundfonts ○ Trumpet	
s_neo.ogg	4. Susie	BPM 140 G# minor 4/4	● “SGM” Soundfont ○ Piano 1 ○ Strings ● Ultimate Guitar Kit 2 ○ Lead Guitar	The AMP for the guitar is a tweaked version of the default preset in the “Hardcore” plugin available in FL. “Hardcore” plugin settings in **Figure 4**
creepydoor.ogg	5. The Door	BPM 138 C minor 4/4	● “Secret of Evermore” Soundfont ○ Bell ○ String ● “tgsf21x” Soundfont ○ Slow Strings	
creepylandscape.ogg	6. Cliffs	BPM 138 ?? ?/?	● “Secret of Evermore” Soundfont ○ String	
creepychase.ogg	7. The Chase	BPM 170 E minor? 4/4	● “Kirby Super Star” Soundfont ○ Strings ○ Shimmering	

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			Treasure • ''Secret Of Evermore'' Soundfont ○ Drum sfx 01 ○ Drum sfx 04 ○ Drum sfx 03 ○ Sp_perc ○ Pad ○ Bass ○ Voice	
legend.ogg	8. The Legend	BPM 110 4/4 BPM 165 ¾ A minor	• NES VST ○ Triangle Wave ○ 50% Wave ○ 25% Wave ○ 75% Wave • Magical8BitPlug ○ Noise • “SGM” Soundfont ○ Piano 1 ○ Strings ○ Choir Aahs ○ Tubular Bells ○ Timpani ○ ORCHESTRA (Drumkit)	50% wave and piano have a bit of delay and reverb The song is detuned a bit (about +30 cents) but it’s difficult to recreate without a whole lot of dissonance. Recreation by Firedemon72 (Oh, and FLP)
lancer.ogg	9. Lancer	BPM 165 C# minor 4/4	• NES VST ○ 6% Wave ○ 12% wave with fluctuation at beginning ○ 25% Pulse ○ 50% Pulse ○ Triangle Wave • “SGM” Soundfont ○ Piano 1 ○ String Ensemble 2 ○ ELECTRONIC (Drumkit)	Approximate NES VST settings for the 12% wave in **Figure 1** “SGM”’s Piano 1 can be heard in the second part, and it plays a chord at the very end along with the Strings.
battle.ogg	10. Rude Buster	BPM 140 F# minor 4/4	• “SGM” Soundfont ○ Piano 1 ○ Piano 2 ○ Piano 3 ○ Standard 1 (Drumkit) • PC98 - Ym2608	Pizzicato Strings and Steel Guitar are Stereo Enhanced. There are different pianos that play

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			Soundfont ○ Soundbank 84 (Distort guitar) ○ Mute Guitar ○ Steel Guitar ○ Pizzicato Strings ● magical8bitPlug ○ Noise ● Organya Samples ○ Noise 93 bits ● Setzer's SPC Soundfont ○ Square Wave ○ Piano ● "Earthbound" Soundfont ○ Snare 2 ● "Mother 3" Soundfont ○ Piano 2 ● The Ultimate Megadrive Soundfont ○ DAC/PSG Drumset	simultaneously: Mother 3 Piano 2 plays in the background and the melody at 0:14-0:27; SGM Piano 2 plays in the background and SGM Piano 3 for the melody at 0:27-0:41 The main piano ostinato can be built with Piano 1 and Piano 2 from SGM The Guitar has 1 sec stereo panning track with hi-low-slides at the end. Bongos from the Megadrive soundfont can be heard with frequency cancellation.
castletown_empty.ogg	11. Empty Town	BPM 138 A minor 3/4	● NES VST ○ 50% Square Wave ○ 25% Wave ○ 12% Wave ○ Triangle	The NES VST Square Wave has a bit of vibrato on it. The 25% Wave can be heard faintly in the 2nd part of the song before the 12% Waves kick in.
bird.ogg	12. Weird Birds	BPM 130 N/A 6/8	● 3xOsc ○ Sine wave	Seems pretty easy to remake. Reverb, delay, and panning are probably the only effects used.
field_of_hopes.ogg	13. Field of Hopes and Dreams	BPM 125 G minor 4/4	● "SGM" Soundfont ○ Piano 1 ○ Slap Bass 1 ○ Choir Aahs ○ Violin ○ Marimba	All the instruments are detuned 2 semitones down. The crash is FLS_Crash_07a,

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			○ Pizzicato Strings ○ STANDARD 1 (Drumkit) ● “THFont” Soundfont ○ Music Box ○ TyrosNylon ○ Blow Tenor ● 3xOsc ○ Square Wave	while the reverse crash is FLS_Crash_01b.
fanfare.ogg	14. Fanfare	BPM 125 C 4/4	● “SGM” Soundfont ○ STANDARD 1 (Drumkit) ● Saint James Orchestra Soundfont ○ Flute	The main track originates from “Rose of Winter”.
shop1.ogg	15. Lantern	BPM 136 E minor 3/4	● “SGM” Soundfont ○ Piano 1 ○ Dulcimer ○ Vibraphone ○ Strings ○ Choir Aahs ○ Space Voice ● "THFont" Soundfont ○ STANDARD 1 (Drumkit) ○ ETHNIC (Drumkit) ● "Arachno" Soundfont ○ MT-32 DrumKit (E2 Snare) ● NES VST ○ Triangle ○ Noise	Bongos and normal Percussion are from TH Drumkit 1. The Ethnic drumkit is needed for the end cymbals. Choirs Aahs has low has mid decay and sustain The bassline is leaded by the Dulcimer, Piano 1 and NES VST triangle in the background (very quiet) Vibraphones, Space Voice and Piano has 50% of the effect of Fruity Delay 2.
lancer_susie.ogg	16. I’m Very Bad	BPM 140 F# minor 4/4	● “SGM” Soundfont ○ Distortion Guitar ○ Muted Guitar ● “Mother 3” Soundfont ○ Piano 1	Piano 1 and Distortion Guitar are under heavy LFO pitch bend and modulation.
checkers.ogg	17. Checker Dance	BPM 160 F & F#	● “SGM” Soundfont ○ Standard 1	Cuica can be recreated by recording the sample

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		minor
		4/4
			(Drumkit)
			• "Mystical Ninja Starring Goemon" Soundfont
			  ○ MN64 Synth bass
			  ○ MN64 Piano
			  ○ MN64 Orchestral Hit
			  ○ MN64 Flute
			  ○ MN64 Strings
			  ○ MN64 Brass
				and playing with it or use the one from Standard Drumkit but pitched up and down (that last one is more difficult)
				
				The bass has Fast Dist on it with these settings.
				
				Orchestra Hit and Strings have delay.
				
				Shaker is pitched down 500 cents.

quiet_autumn.ogg	18. Quiet Autumn	BPM 135
		G minor
		4/4
			• "THFont" Soundfont
			  ○ Tubular Bell
			  ○ Detuned EP 1
			  ○ Recorder
			  ○ Church bells
			• "SGM" Soundfont
			  ○ Glockenspiel
			  ○ Strings
				The Touhou EP has a delay on it.

forest.ogg	19. Scarlet Forest	BPM 120
		F# minor
		4/4
			• "squidfont" Soundfont
			  ○ C-Bass Detache
			  ○ Piccolo Staccato
			  ○ Mellow orch kit
			  ○ Bassoon Staccato
			• "THFont" Soundfont
			  ○ Pizzicato Section
			  ○ Strings
			  ○ Oboe
			  ○ Timpani
			• "SGM" Soundfont
			  ○ Orchestral Kit
			  ○ Glockenspiel
			  ○ Pizzicato Section
			  ○ Piano 1
				Pizzicato can be done by EQ and applying FL Reverb to the samples of pizzicato. One from SGM which plays in C4 and another one from Touhou which plays at C5*
				
				Oboe has a slight Delay

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thrashmachine.ogg	20. Thrash Machine	BPM 140
		D major
		4/4
			• "Super Mario World" Soundfont
			  ○ SMW Piano
			• "SGM" Soundfont
			  ○ Piano 3
			  ○ Strings 1
			• "Secret Of Mana" Soundfont
			  ○ Strings
			• "Chrono Trigger" Soundfont
			  ○ Flute
			• "Mystical Ninja Starring Goemon" Soundfont
			  ○ MG64 Marimba
			  ○ MG64 Drums (Drumkit)
				SGM Piano is bitcrushed and pitched up 2 semitones.
				
				Chrono Trigger Flute has some vibrato.

lancerfight.ogg	21. Vs. Lancer	BPM 180
		C# minor
		4/4
			• NES VST
			  ○ Duty Cycle
			  ○ 50% Wave
			  ○ 25% Wave
			  ○ 12% Wave
			  ○ Triangle
			  ○ Noise
			• 8BitSF Soundfont
			  ○ DRUMS (C3 Tom)
			• 3x Osc
			  ○ Square Wave
				Approximate NES VST settings in **Figure 2**
				
				There's delay on a few of the instruments
				
				All the instruments are pitched up.
				
				Ok recreation By Firedemon72

basement.ogg	22. Basement	BPM 73
		D minor
		4/4
			• "SGM" Soundfont
			  ○ Piano 1
			  ○ Strings	

tense.ogg	23. Imminent Death	BPM 72 4/4	• Ultimate Guitar Kit 2 ○ Lead Guitar	The guitar uses the same or very similar amp as "Susie" and "Vs. Susie."

vs_susie.ogg	24. Vs. Susie	BPM 148
		A# minor
		4/4
			• Ultimate Guitar Kit 2
			  ○ Lead Guitar
			• Arachno Soundfont
			  ○ Standard Drum Kit
				The lead guitar has the same amp as "Susie," and also has a flanger. It may have a bit of delay and eq as well.

card_castle.ogg	25. Card Castle	BPM 125 D minor	• NES VST ○ Triangle	Approximate wave settings in **Figure 3**

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		4/4	Wave ○ 12.5% Wave	The second half has stereo panning. Here's a recreation made by MonkeyMan:
ruruskaado.ogg	26. Rouxls Kaard	BPM 101 F# minor 4/4	• "SGM" Soundfont ○ Harpsichord ○ Impact Hit ○ Flute 2 • "THFont" Soundfont ○ Violin ○ Strings • 3xOsc ○ Triangle Wave	Flute 2 from SGM is enhanced and panned at the left, playing same notes as Harpsichord, and an octave higher
april_2012.ogg	27. April 2012	BPM 140 E minor? 4/4	• Nes VST ○ 25% Pulse ○ 12.5% Pulse ○ Triangle • Magical8BitPlug ○ Noise	
hip_shop.ogg	28. Hip Shop	BPM 194 B minor 4/4	• "SGM" Soundfont ○ E.Piano 1 ○ Strings ○ HIP HOP (Drumkit) ○ DANCE (Drumkit) ○ Fretless Bass • "THFont" Soundfont ○ Tubular Bells ○ Tinker Bell	The E. Piano is slightly bitcrushed. Here's a recreation done by NXISE
GALLERY.ogg	29. Gallery	BPM 150 D Minor E Minor 4/4	• "Kirby's Dream Land 3" Soundfont ○ SynthLead ○ FretlessBass 3 ○ Strings	
kingboss.ogg	30. Chaos King	BPM 147 D minor 4/4	• NES VST ○ Triangle Wave ○ Duty cycle ○ 50% Wave • "SOM" Soundfont ○ SOM Choir	The triangle and duty cycle from NES VST in the beginning are identical to the ones in Card Castle, you can find the approximate settings

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			Aahs • Real Acoustic Drums 5 ○ Standard (Drumkit) • “Final Fantasy Mystic Quest” Soundfont ○ Electric Guitar ○ Bass • "Super Mario Kart" Soundfont ○ SMK Guitar ○ SMK Synth Brass • “Kirby 64” Soundfont ○ Bell	in **Figure 3** FFMQ Electric Guitar is layered with FFMQ Bass and the NES VST triangle Here you can find Real Acoustic Drums 5 - one of the drum soundfonts used throughout the track (Use SFArk to decompress to SF2. See ‘Convenient Links’).
AUDIO_DARKNESS.ogg	31. Darkness Falls	BPM 86 D Major D Minor 3/4	• “Earthbound” Soundfont ○ Mellow Piano • Tapeworm Flute • “SGM” Soundfont ○ Strings • 3xOsc ○ Square wave	
prejoker.ogg	32. The Circus	BPM 140 F minor 3/4	• “SGM” Soundfont ○ Piano 1 ○ Strings ○ Bottle Blow	Slight delay on Bottle, maybe some on strings.
joker.ogg	33. THE WORLD REVOLVING	BPM 190 B Major 4/4	• 3xOsc ○ Square wave • “THFont” Soundfont ○ Sweet Trumpet ○ Solo Bo_0_57 ○ FH Long_0_60 ○ Reverse Cymbal • “SGM” Soundfont ○ Accordion ○ Honkey-Tonk Piano ○ Bottle Blow ○ Piano 1 ○ Organ 1	The part before the bottle blow uses the dBlue Crusher plugin. After that part, the Bandoneon is playing the same notes as the bass notes, panned to the left. From 1:10 to 1:19, I can faintly hear either SGM Choir Ahhs or Tremolo Strings. I may be wrong, though. Here's what I'm hearing. It’s probably pitched up

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			○ Bandoneon ○ Bowed Glass ○ Strings ○ POWER (Drumkit) ○ Bass Lead ○ Fantasia ○ Ocarina ○ Choir Ahhs/Tremolo Strings ○ Music Bell ○ Org Bell ○ Brass1 ○ Slap Bass 1 • "Earthbound" Soundfont ○ Trumpet For All Time	some, but again, I have no clue if there's actually Choir/Trem. in the song. I'm probably over listening to the song lol The org bell is very quiet, it play at 1:09 and 1:19, here's what it play Bottle blow plays with music bell and Fantasia. The SGM accordion is layering the bass. Starting at 1:00, both TH Solo Bo and Cello Legatoplay with the snare drum.
friendship.ogg	34. Friendship	BPM 160 F# minor A major 4/4	• NES VST ○ 25% Wave ○ 12.5% Pulse ○ Triangle Wave • Magical8bitPlug ○ Noise	The triangle wave has a slight vibrato Here's a recreation Done by NXISE
THE_HOLY.ogg	35. THE HOLY	BPM 140 D minor 4/4	• "Kirby Super Star" Soundfont ○ Strings ○ Shimmering Treasure • "Papelmedia Irina Brochin" Soundfont ○ Irina Brochin • 3xOsc ○ Sine wave • "SGM" Soundfont ○ Piano 1 ○ Standard 1 [Drumkit]	
snd_usefountain.ogg	36. Your Power	BPM 60 G# minor B major 4/4	• Ultimate Guitar Kit 2 ○ Lead Guitar • "SGM" Soundfont ○ Choir Aahs	The guitar is pitched down -200 cents and is amped with Shreddage Presets -

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			○ Strings • “EarthBound” Soundfont ○ Underworld Rumble	Power Metal (Revalver HPSE/Mk 3.5)
town.ogg	37. A Town Called Hometown	BPM 140 A minor C major 3/4	• “SGM” Soundfont ○ Strings ○ Piano 1 ○ Honkey-Tonk ○ Violin ○ Pizzicato Strings ○ Nylon Str. ○ Glockenspiel ○ Vibraphone ○ Choir ○ Standard 1 [Drumkit]	
home.ogg	38. You Can Always Come Home	BPM 100 F# minor A major 4/4	• Studio FG460s II Pro Guitar Pack ○ Pure soft gtr. ○ Sfx Collection • Maestro clarinet base ○ Clarinet Base • “SGM” Soundfont ○ Strings ○ Tremolo Strings ○ Glockenspiel ○ Piano 1 • acoustic_grand_piano_ydp_2008910 ○ piano	Accurate recreation by Xtriel and Flufffybuns can be heard here
dontforget.ogg	39. Don’t Forget	? G# minor 4/4	• KORG Triton Extreme 88 ○ The Piano • Laura Shigihara’s Voice	
AUDIO_STORY.ogg	40. Before the Story	BPM 65 F# major 4/4	• “SGM” Soundfont ○ Piano 1 ○ Strings ○ Glockenspiel • Tapeworm Flute	Piano is detuned -7 semitones.

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dogcheck.ogg	N/A	BPM 140
		D# major
		4/4
			• "SGM" Soundfont
			  ○ Music Box
			• GenesiSF
			  ○ Piano 3
			• The Ultimate Megadrive Soundfont
			  ○ Synth Bass 1
			• "Super Mario World" Soundfont
			  ○ Percussion
				The music box has some slight attack. Not sure which soundfont the bass comes from, but my best guess is SGM.

thrash_rating.ogg	N/A	180
		F# major
		4/4
			• "SGM" Soundfont
			  ○ Violin
			  ○ Orchestra Hit
			  ○ Standard 1 (Drumkit)
			• "Touhou Soundfont"
			  ○ Blow Tenor
				I can't exactly tell which saxophone is used, but most likely it's Alto.

man.ogg	N/A	BPM ~126 E Melodic Minor D Melodic Minor 3/4	• "SGM" Soundfont ○ Piano 3	Piano has a slight delay, EQ, and is pitched down by ~1225 cents. Very short delay of about 300ms BPM is inconsistent, may have been played on a midi keyboard
charjoined.ogg	N/A		• Harp • "SGM" Soundfont ○ Piano 1	
AUDIO_INTRONOISE.ogg	N/A		• Choir Ahhs • FL Studio Speech Synthesizer	The speech synthesizer is the "DELTARUNE" at the end. Lots of reverb on everything. I don't use FL, so I'm taking a guess and saying it might be like Cathedral or something.

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Figures and Pictures
Figure 1: Lancer (detuned +150 cents)
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Figure 2: Vs. Lancer

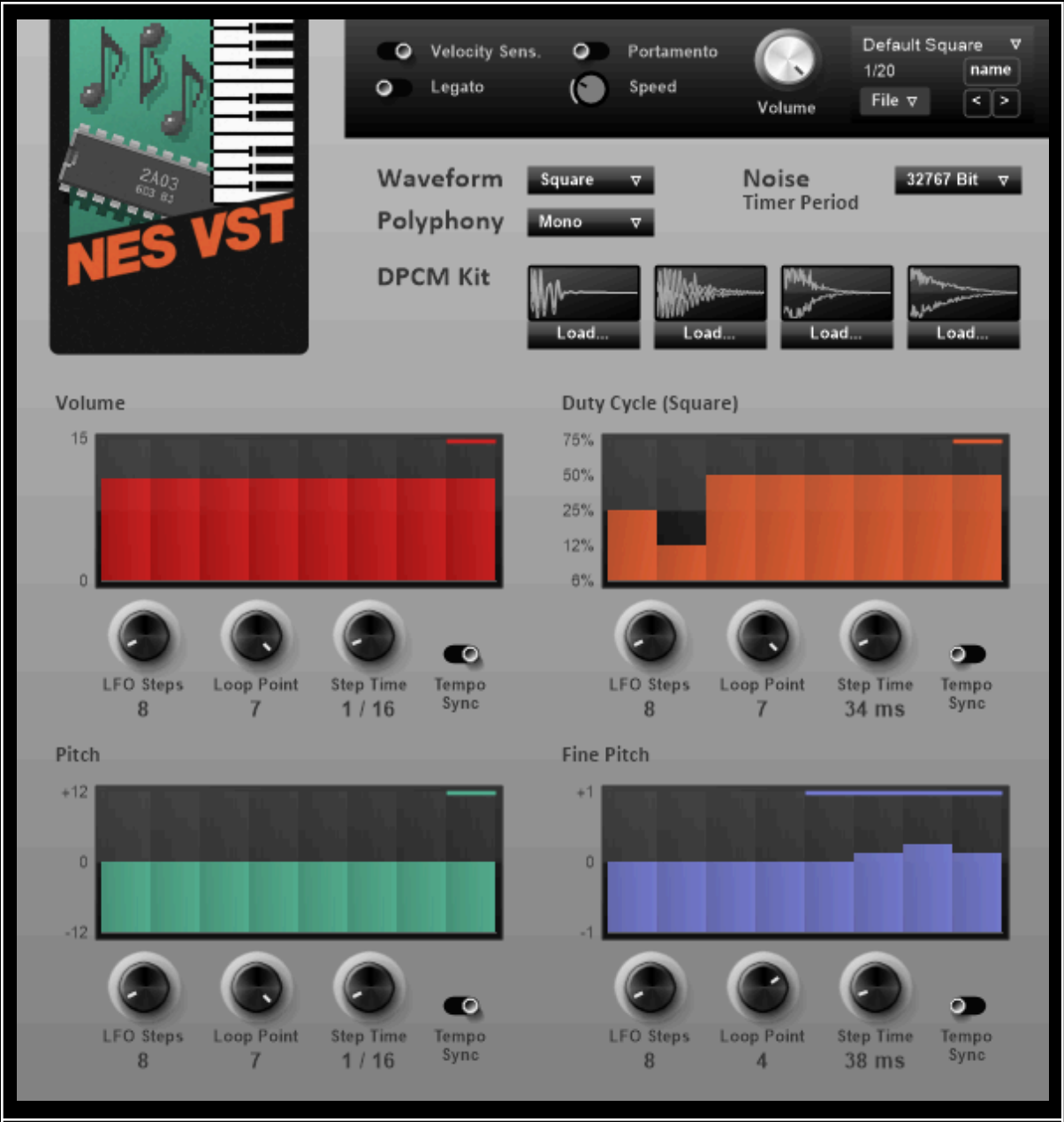

Figure 3.1: Card Castle First Part

Figure 3.2: Card Castle Second Part

Figure 4: Susie

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File Name	Song Name (Soundtrack)	BPM, Key & Time Signature	Soundfonts/Plugins/etc	Additional Info

menu.ogg	1. Faint Glow	BPM 149
		G minor
			• "SGM" Soundfont
			  ○ Nylon-Str. Guitar
			  ○ Piano 1
			  ○ Choir Aahs
			  ○ Strings
			  ○ Harp
			  ○ ETHNIC (Drumkit)
			• "Ethan's Glock" Soundfont
			  ○ Ethan's Glock
				Nylon-Str. Guitar and Piano 1 have delay, and are both overlayed with one another.
				
				Piano 1 is also detuned.

noelle_school.ogg	2. Girl Next Door	BPM 107.5
		Eb major
			• "SGM" Soundfont
			  ○ Celesta
			  ○ Strings
			  ○ STANDARD 1 (Drumkit)
			• "Touhou" Soundfont
			  ○ TyrosNylon
			• 3xOsc
			  ○ Sine
				The Sine is overlayed with the Celesta.

castletown.ogg	3. My Castle Town	BPM 137
		3/4
		C minor
			• Soft Piano (from LABS)
			• "SGM" Soundfont
			  ○ Choir Aahs
			  ○ Strings
			  ○ STANDARD 1 (Drumkit)
			• "Touhou" Soundfont
			  ○ Celeste
				The Standard 1 drumkit is detuned -300 cents.

queen_intro.ogg	4. Ohhhhohohoho!	BPM 58 4/4	• OOOOHHHOHOHOHOHOHOOHOHOHO	Ummm… Good luck trying to recreate

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				this one. (You're gonna need it)

queen.ogg	5. Queen	BPM ~109 (varies)
		4/4
		
		3/4 (other half of the song)
		
		B ♭ minor
			• "Touhou" Soundfont
			  ○ French Harpsichord
			  ○ Strings
			  ○ VivesPS06
			• "Final Fantasy VI" Soundfont
			  ○ Soprano
			• "Arachno" Soundfont
			  ○ Tuba	

cyber.ogg	6. A CYBER'S WORLD?	BPM 117
		4/4
		Db major
			• 3xOsc
			  ○ Square
			  ○ Saw
			• "SGM" Soundfont
			  ○ Piano 1
			  ○ Solo Vox
			  ○ DANCE (Drumkit)
			  ○ Glockenspiel
			• "Touhou" Soundfont14
			  ○ Marimba
			• FL Studio
			  ○ OverH_Crash_002cogg
			  ○ FLS Crash 02a
				The piano, solo vox, drumkit, glockenspiel, and marimba are all pitched up 1 semitone.
				
				FLS Crash 02a is pitched down 2 semitones.

boxing_game.ogg	7. A Simple Diversion	BPM 130
		4/4
		C# minor
			• 3x Osc
			  ○ Square Wave
			• NES VST
			  ○ Noise
				Square has fake delay.

cyber_battle_prelude.ogg	8. Almost To The Guys!	BPM 130
		4/4
		B major
			• 3x Osc
			  ○ Saw
			• NES VST
			  ○ Square
			  ○ Duty Cycle
				The saw is stereo enhanced.

music_guys_intro.ogg	9. Cool Beat	BPM 110 4/4	• "Mega Man X" soundfont ○ MMX Percussion	

music_guys.ogg	10. When I Get Mad I Dance Like This	BPM 180
		4/4
			• Casio VL-1 VL-Tone
			  ○ Piano
			  ○ Rhythm
				These are the samples of the Casio VL-Tone.

	11. Cyber Battle	BPM 125	• "Mega Man X"	pc98 033 is layered

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	(Solo)	4/4 B major	Soundfont ○ MMX Percussion • "Arachno" Soundfont ○ Brass Section • "pc98_ym2608" Soundfont ○ 005 ○ 033 ○ 037 • NES VST ○ Square Wave	an octave.
cyber_battle_end.ogg	12. When I Get Happy I Dance Like This	BPM 125 4/4 B major	• "Mega Man X" Soundfont ○ MMX Percussion ○ MMX Orchestra Hit • "Earthbound" Soundfont ○ Hi Hat 3 ○ Bazaar Bongo • NES VST ○ Square Wave • "pc98_ym2608" Soundfont ○ 005 ○ 033 ○ 037 ○ 041	
cyber_shop.ogg	13. Sound Studio	BPM 116 4/4 B major	• NES VST ○ Square Wave ○ Triangle • "Mega Man X" soundfont ○ MMX Percussion	
berdly_theme.ogg	14. Berdly	BPM 196 3/4 B minor	• 3xOsc ○ Square (Split into two sections one that plays the bassline and one that plays the main melody)	The square has delay and portamento. The Square is split into two sections with different portamento times. Here's a FLP of the song.
berdly_chase.ogg	15. Smart Race	BPM 150 4/4 B minor	• 3x Osc ○ Saw ○ Sine ○ Square • Magical8bitplug ○ Noise	The Standard (Drumkit) is used for an overlayed clap. BRUSH (Drumkit) is used for the Kick

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			• "SGM" Soundfont
			  ○ Piano 1
			  ○ BRUSH (Drumkit)
			  ○ TECHNO (Drumkit)
			• "The Ultimate Megadrive" Soundfont
			  ○ Standard (Drumkit)
			• "pc98_ym2608" Soundfont
			  ○ 034
				and Hats.
				
				TECHNO (Drumkit) is overlayed with the BRUSH (Drumkit) Kick.

AUDIO_DEFEAT.ogg	16. Faint Courage (Game Over)	BPM 115 3/4 E minor	• 3x Osc ○ Square	

cybercity.ogg	17. WELCOME TO THE CITY	BPM 149.500
		Ab Major
			• NES VST
			  ○ Triangle
			  ○ Square Wave
			• 3x Osc
			  ○ Saw
			• "SGM" Soundfont
			  ○ Steel Drums
			  ○ Brass 1
			  ○ Warm Pad
			  ○ STANDARD 1 (Drumkit)
			• "Pokemon RSE" Soundfont
			  ○ Bright Piano
			  ○ Distortion Guitar
			  ○ Drum Kit (Drumkit)
			  ○ Synth Strings
			• "EarthBound" Soundfont
			  ○ Pokey Bass
			• "Kirby 64" Soundfont
			  ○ Choir
			  ○ Strings
			• "Mario Paint" Soundfont
			  ○ Dog
			  ○ Cat
			• Meowsynth VST
			  ○ Catband
				The Brass 1 is under minor effects, like distortion and equalization. (try Soundgoodizer)
				
				STANDARD 1 uses (D5, C#5, C5) for the bongos and the Drum Kit uses (C3, F#3, D#3) for the claps, hi hats and kicks.
				
				Warm Pad has reduced release.
				
				At around 1:17 time of the OST the Distortion Guitar is overlayed with Pokey Bass.

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cybercity_alt.ogg	17b. WELCOME TO THE CITY (SNOWGRAVE)	BPM 95	↑ ↑ ↑ ↑ ↑ ↑
			• NES VST
			  ○ Triangle
			  ○ Square Wave
			• “Pokemon RSE” Soundfont
			  ○ String Ensemble 2
			  ○ Synth Strings
			  ○ Drum Kit (Drumkit)
			• “EarthBound” Soundfont
			  ○ Pokey Bass
				The Snowgrave version of WELCOME TO THE CITY is basically the same as the normal one, but it lacks some instruments, like the dog and cat. Has different notes. and of course it’s slower and in a different key.
				
				Synth Strings are overlayed with the String Ensemble 2.

cyberhouse.ogg	18. Mini Studio	BPM 116
		4/4
		C major
			• NES VST
			  ○ Duty Cycle
			  ○ Triangle	

cybershop_christmas.ogg	19. Holiday Studio	BPM 115
		4/4
		C major
			• NES VST
			  ○ Square Wave
			  ○ Triangle
			• “Mega Man X” Soundfont
			  ○ MMX Percussion
				It’s basically the same as Sound Studio, but with the Jingle Bells melody.

queen_car_radio.ogg	20. Cool Mixtape	BPM 144 4/4 F# minor	• Attack of the Killer Queen	Pitched up +880 cents and bitcrushed. Also has slightly different mixing and composition.
spamton_meeting_intro.ogg	21. HEY EVERY !	BPM 101.5 4/4 B ♭ minor	• “THFont” soundfont ○ BRASS	Bitcrush and EQ.

spamton_meeting.ogg	22. Spamton	BPM 95
		4/4
		F# minor
			• “NOW’S YOUR CHANCE TO BE A BIG SHOT!”
			• “EarthBound” soundfont
			  ○ Synth Lead 2
			  ○ Hi Hat 2
			  ○ Snare 1
			  ○ Kick 1
			  ○ Onett Bass
			• “Mega Man X” soundfont
			  ○ MMX Strings
			• “SGM” soundfont
				The master pitch is ±50 cents.
				
				Some instruments are bitcrushed.

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			○ Telephone • 3x Osc ○ Sine ○ Square	
spamton_battle.ogg	23. NOW'S YOUR CHANCE TO BE A	BPM 132 4/4 C# minor	• "NOW'S YOUR CHANCE TO BE A BIG SHOT!" • "EarthBound" soundfont ○ Moonside Cafe ○ Onett Bass ○ Snare 1 ○ Kick 1 ○ Hi Hat 2 ○ Wow! ○ Venus • "SGM" Soundfont ○ Telephone ○ Euro Hit • "Megaman X" soundfont ○ MMX Orchestra Hit ○ MMX Synth Brass • 3x Osc ○ Square (normal and one with heavy vibrato) ○ Sine ○ Rounded Saw ○ Saw	
mansion_entrance.ogg	24. Elegant Enterance	BPM 100 4/4 Bb minor	• "Touhou" Soundfont ○ Main Harpsi Stereo ○ Strings (Bank 9) • "SGM" Soundfont ○ Bowed Glass	Harpsichord is pitched up 12 semitones. (+1200 cents)
berdly_flashback.ogg	25. Bluebird of Misfortune	BPM 120 3/4 C# minor	• 3x Osc ○ Square wave	The square wave is detuned a little bit, it has delay, and eq. Here's a FLP of the song.
mansion.ogg	26. Pandora Palace	BPM 200 4/4 A minor	• "Touhou" Soundfont ○ French Harpsichord (-80 cents) ○ BassPickMutes (+10 cents) ○ Ohh Voices (-80 cents)	The kick, snare, and crash are detuned by -100 cents. In addition to being detuned +170 cents, the hats are detuned +20, +20, +10, then 0. Example

The DELTARUNE Music Sample List

			○ Blow Tenor (-80 cents) ○ Strings (Bank 9) (-80 cents) • Real Acoustic Drums 5 ○ Standard (Drumkit) (-80 cents for kick + snare, +170 cents for hats) • “SGM” Soundfont ○ Organ 3 (-80 cents) ○ Space Voice (-80 cents) • 3x Osc ○ Square Wave (-80 cents) • FL Studio Samples ○ FLS Crash 07a	Organ has Stereo Enhancer 33.2 ms right.
KEYGEN.ogg	27. KEYGEN	BPM 126.250 4/4 C minor	• 3x Osc ○ Square ○ Saw	The Square uses the arp function in fruity wrapper. Set the range to 2.
acid_tunnel.ogg	28. Acid Tunnel of Love	BPM 144.53 3/4 G major	• “Yamaha XG” Soundfont ○ VoiceOoh ○ BritPnoK ○ VeloStr • “SGM” Soundfont ○ Piano 1 • “Super Mario World” Soundfont ○ SMW Jazz Guitar	Voice Oohs and VeloStr are pitched +25 cents BritPnoK and Piano 1 are depitched -175 cents SMW Jazz Guitar is pitched +75 cents
rouxls_battle.ogg	29. It’s Pronounced “Rules”	BPM 145 4/4 C minor	• “Proteus2_Instruments” Soundfont ○ Solo Violin • “SGM” Soundfont ○ Piano 1 ○ Vibraphone ○ Strings ○ Clean Guitar • “assorted bass” Soundfont ○ yamaha finger	The Clean Guitar has some flanger effect to it.

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			• "Final Fantasy VI" Soundfont ○ Tenor	

noelle_normal.ogg	30. Lost Girl	BPM 75
		4/4
		D major
			• "FluidR3 GM" Soundfont
			  ○ Detuned EP 2
			  ○ Strings
			  ○ Yamaha Grand Piano	

noelle_ferriswheel.ogg	31. Ferris Wheel	BPM 100 4/4 A major	• 3x Osc ○ Square	

queen_boss.ogg	32. Attack of the Killer Queen	BPM 144
		4/4
		A minor
			• 3x Osc
			  ○ Square
			• "SGM" Soundfont
			  ○ Piano 1
			• "Touhou" Soundfont
			  ○ French Harpsichord
			  ○ Ohh Voices
			• "pc98_ym2608" Soundfont
			  ○ 006
			  ○ 021
			  ○ 030
			  ○ 034
			  ○ 048
			  ○ 083
			• "Arachno" Soundfont
			  ○ Brass Section
			• "Final Fantasy VI" Soundfont
			  ○ Soprano
			• C64 Samples
			  ○ hihat 1
			  ○ kick 1
			  ○ snare 3
			• "80sAcDanceDrums" Soundfont
			  ○ Standard Drumkit
			• "Setzer's SPC" Soundfont
			  ○ Voice Oohs
				Everything in the song is pitched down -60 cents, except for the Acoustic Drums, SGM Piano, Touhou Harpsichord and Touhou Ohh Voices which are pitched up +140 cents.
				
				There are square chords playing in the background, which have the same settings as the lead square, just with a Stereo Enhancer set 14.5 ms to the right.
				
				Touhou French Harpsich plays super quietly at the start, panned right, and layered with the pc98 006 and piano.

giant_queen_appears.ogg	33. Giga Size	BPM 125 4/4 C# major	• "Pokemon RSE" soundfont ○ Drum Kit (Drumkit) • "Touhou" soundfont	

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			○ Synth Bass 1 ○ Strings (Bank 9) ○ SynVoxUT ○ BRASS ○ Coupled Harpsichord ○ Joe Perry DistG 1	
gigaqueen_pre.ogg	34. Powers Combined	BPM 175 4/4 E major	• "Mighty Morphin Power Rangers" Soundfont ○ bass ○ Pguitar ○ tromp • "Chrono Trigger" Soundfont ○ Strings ○ Choir • "Super Metroid" Soundfont ○ SynthString	
boxing_boss.ogg	35. Knock You Down !!	BPM 195 4/4 F minor	• "Mighty Morphin Power Rangers" Soundfont ○ guitar ○ bass ○ Pguitar ○ tromp ○ DRUMS (Drumkit) • "Chrono Trigger" Soundfont ○ marimba ○ Strings • "Kirby Super Star" Soundfont ○ Chime • "Mega Man X" soundfont ○ MMX Percussion • 3xOsc ○ Square	The drums are pitched by +100 cents. The marimba, strings, and square may not be right.
the_dark_truth.ogg	36. The Dark Truth	BPM 100 4/4 A minor	• "Secret of Mana" soundfont ○ SOM Piano ○ SOM choir Aah • "SGM" soundfont ○ Piano 1 ○ Strings	SGM Piano and choir Aah, both have delay.
spamton_basement.	37. Digital Roots	F# major		This song has the

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ogg				leitmotif of the beginning of Your Best Nightmare from Undertale.
spamton_neo_meeting.ogg	38. Deal Gone Wrong	B dorian	• Spamton	This song is just Spamton slowed down (by exactly 3.1).

spamton_neo_mix_ex_wip.ogg	39. BIG SHOT	BPM 140 or 280
		4/4
		B ♭ minor
			• "NOW'S YOUR CHANCE TO BE A BIG SHOT!"
			• Various Spamton related lines
			• "EarthBound" soundfont
			  ○ Waspy
			  ○ Moonside Cafe
			  ○ Venus
			  ○ Mellow Piano
			  ○ Onett Bass
			  ○ Wow!
			• "SGM" Soundfont
			  ○ Strings
			  ○ Choir Aahs
			  ○ Telephone
			  ○ Piano 1
			  ○ Impact Hit
			  ○ Organ 3
			• "Final Fantasy Mystic Quest" Soundfont
			  ○ Electric Guitar
			• "Mega Man X" Soundfont
			  ○ MMX Synth Lead 2
			  ○ MMX Orchestra Hit
			• 3xOsc
			  ○ Rounded Saw
			  ○ Square
			  ○ Saw
			• "Squidfont Orchestral" soundfont
			  ○ Vins Detache II
			  ○ Trumpets Staccato
			• Fruity Slicer
			  ○ Power of "NEO"
			• Drum Samples
			  ○ rhythm_battle_kdrum.wav (-100 cents)
				The hits at 2:03 in the song may have Fruity Gross Beat on them to get the choppy effect.
				
				The Power of Neo sample is re-rendered without the drum channel.
				
				Squidfont Orchestral instruments are detuned -100 cents.
				
				Drums are identical to "rhythm_battle_kdrum.wav" and "rhythm_battle_snare.wav" from Chapter 2's sound files.

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			○ rhythm_battle_snare.wav (-200 cents)	
spamton_happy.ogg	40. A Real Boy!	BPM 122.500 4/4 D major	• "Touhou" Soundfont ○ BRASS ○ Strings Orchestra ○ STANDARD 1 • "EarthBound" Soundfont ○ Snare 1	Every instrument is Bitcrushed and has EQ.
spamton_neo_after.ogg	41. Dialtone	BPM 130 3/4 B major	• "Touhou" Soundfont ○ Honky-tonk EMU2 ○ Strings ○ Telephone	Every instrument is bitcrushed, and the song is detuned.
muscle.ogg	**42. sans.**	**BPM 128 4/4 Ab minor**	• **"sgm" soundfont** ○ **picked bass** ○ **baritone sax** ○ **clav.** ○ **standard 1 drumkit**	**the clav is pitched down by 4 semitones.** **the drumkit has been pitched down by 2 semitones and likely has the fruity reeverb 2 preset 'small studio.'**
napsta_alarm.ogg	43. Chill Jailbreak Alarm to Study And Relax To	BPM 100 4/4 B minor	• 3x Osc ○ Square • FL Studio ○ FLS Kick 05 ○ FLS Snare 05b	
home.ogg	44. You Can Always Come Home	BPM 100 4/4 A major	• Studio FG460s II Pro Guitar Pack ○ Pure soft gtr. ○ Sfx Collection • Maestro clarinet base ○ Clarinet Base • "SGM" Soundfont ○ Strings ○ Tremolo Strings ○ Glockenspiel ○ Piano 1 • acoustic_grand_piano_ydp_2008910 ○ piano	
ch2_credits.ogg	45. Until Next	BPM 143	• Real Vocals	The song seems to

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	Time	4/4 B ♭ major		be some kind of chopped up piano sample, while slightly bitcrushed mumbling of the lyrics of Don't Forget from Chapter 1 plays.
alarm_titlescreen.ogg	N/A	BPM 165 4/4	• NES VST ○ Duty Cycle	

noelle.ogg	N/A	BPM 107.500
		4/4
		Bb major
			• "SGM" Soundfont
			  ○ Honkey-tonk
			  ○ Flute 2
				Seems to be an old, upbeat song that would have been used for Noelle (given the name), heavily features the "Lost Girl" leitmotif.

flashback_excerpt.ogg	N/A	BPM 120	• "SGM" Soundfont
			  ○ Music Box
			• "Chrono Trigger" Soundfont
			  ○ choir
				The Music Box is detuned and likely has slight LFO. This song is played after the snowgrave route, on Noelle's dialogue.

berdly_rejected.ogg	N/A		• "Yamaha XG" Soundfont	

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Figures and Pictures (Chapter 2)

UPCOMING CHAPTERS (TBC)

???.ogg	??. Hometown Day	BPM ???	• "Squidfont Orchestral" Soundfont ○ Mellow orch kit	

???.ogg	??. My Funky Town	BPM ???	• "SGM" Soundfont
			  ○ BRUSH
			• "Touhou" Soundfont
			  ○ Blow Tenor	

???.ogg	??. Green Room	BPM ???		